"PREMIER WORLD-WIDE ARCADE GAME DESIGNER"

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CAPCOM USA

INSTRUCTION BOOKLET

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A SPECIAL MESSAGE FROM CAPCOM.

Thank you for selecting **Capcom's Gold Medal Challenge '92**, the latest addition to Capcom's library of titles. Following such hits as **Mega Man IV**, **Capcom's Gold Medal Challenge '92** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Capcom's Gold Medal Challenge '92 features colorful state-of-the-art high resolution graphics and battery backed RAM. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetectable epileptic condition. We suggest that you consult your physician if you have an epileptic condition and if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **Capcom's Gold Medal Challenge '92** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

GETTING STARTED

1. Insert your **Capcom's Gold Medal Challenge '92** Game Pak into your Nintendo Entertainment System and turn it on.
2. When the title screen appears, you press the START button to begin the game.
3. When the next screen appears, you will be given three options: WORLD TOURNAMENT, TRAINING and TOTAL RECORD. Press the control pad up or down to highlight WORLD TOURNAMENT and press the A button. (For an explanation of the Training option please read the section entitled, *Using the Training Option*. For an explanation of the Total Record option please read the section entitled *Using the Total Record Option*.)
4. The next screen allows you to choose the number of players who are going to participate. Move the control pad left or right until the correct number of players is displayed and then press the A button. Up to eight players can compete at against each other. After you have selected the

GETTING STATED

number of players, each player must choose their country. Move the control pad left or right to highlight the country you wish to represent and press the A button. After all players have selected a country, the Backup Data screen will appear.

5. The next screen asks you which file number you wish to save your records to. After the completion of each event in Capcom's Gold Medal Challenge '92, the Game Pak will automatically save your records to the file you select. Press the control pad up or down to highlight FILE #1 or FILE #2 and press the A button. After you have selected your backup file, the first event will begin.
6. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

LET THE GAMES BEGIN.

As each event begins, you will be given the option of viewing your earlier training scores by highlighting the RECORD option and pressing the A button. If you want to go directly to the event, simply highlight the START option and press the A button. The screen will display which countries are about to compete in the event.

SUMMARY OF EVENTS AND CONTROLS

TRACK EVENTS

100 Meter Dash and 100 Meter Relay

Repeatedly press the **A** and **B** buttons to build up your runner's speed. When the starter's gun sounds, press up on the control pad to leave the starting blocks. Keep on pressing the **A** and **B** buttons as fast as you can to increase your runner's speed.

Speed is everything!

SUMMARY OF EVENTS AND CONTROLS (cont.)

200 Meter Dash and 300 Meter Dash

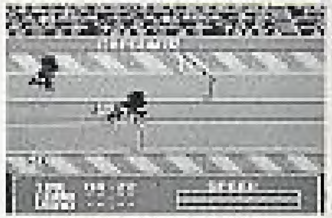
When your runner gets set in the starting blocks, repeatedly press the **A** and **B** buttons to build up his speed. When the starter's gun sounds, press up on the control pad to leave the starting blocks. Continue pressing the **A** and **B** buttons as fast as you can to increase your runner's speed.

As your runner races down the track he will become tired if you run him at his top speed for too long. The player's strength is indicated by the hearts in the lower right-hand corner of the screen.

Reduce your runner's speed for a short time to help maintain his strength throughout the race. If all your hearts disappear, the runner will stop until he regains all of his strength back.

Remember, fast and steady wins the race!

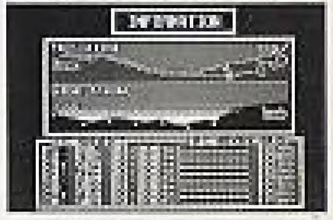
110 Meter Hurdles



As your runner enters the starting blocks, repeatedly press the **A** and **B** buttons to build up his speed. When the starter's gun sounds, press up on the control pad to leave the starting blocks. Keep on pressing the **A** and **B** buttons as fast as you can to increase your runner's speed. When you want to jump over a hurdle, press up on the control pad and your runner will attempt to leap over a hurdle.

Timing is everything in the hurdles. If you knock down one hurdle, you probably have lost the race.

MARATHON



The marathon is a test of skill and endurance over a 42 kilometer course. Unlike the other events in this game, the marathon does not require you to push buttons to make your player perform. Instead, this marathon tests your ability to plot a racing strategy over the the entire 6 legs of the course.

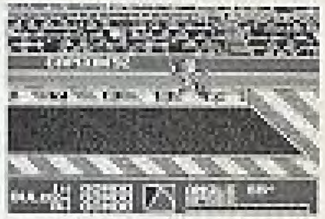
Each runner is given the same amount of energy to run the race. It is up to each runner to determine how fast he will travel during each of the 6 legs of the race.

Each leg of the race is run over a different terrain. As each leg of the race begins, the screen will show two different view of the race course. The Top View shows the overall distance of each of the legs of the course. The Side

View shows the hills and valleys the runner's must climb and desend. As the race progresses, each runner's position will be indicated on these maps with a different color marker. These markers will aid the player in selecting the proper speed for the road ahead.

As each leg of the race begins, each player will be asked to set the speed of their runner. Press the control pad left or right to increase or decrease the overall speed of your runner and press the **A** button to set it. After all the runners have set their speed, the race will automatically be run and will be given television reports about the status of all the runners.

Running up hills at top speed is a quick way to lose all your strength.



FIELD EVENTS

Long Jump

Build up your speed by pressing the **A** and **B** buttons. When you are ready to begin down the runway, push up on the control pad. Continue pressing the **A** and **B** buttons as fast as you can to increase your runner's speed.

Just before your runner reaches the foul line, press up on your control pad. The longer you hold the controller up, the greater the angle of the jump. The angle of the jump is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired jumping angle.

*Go for extra distance by pressing **A** and **B** while in mid-air!*

Javelin Throw

Repeatedly press the **A** and **B** buttons to build up your speed. When you are ready to begin down the runway, push up on the control pad. Continue pressing the **A** and **B** buttons as fast as you can to increase your player's speed.

Your thrower needs to take a few step before he release his javelin, so press up on your control pad before he gets to the foul line. Continue pressing up on the control pad to set the angle of the throw. The angle of the throw is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired throwing angle and watch your javelin fly!

SPEED + ANGLE = DISTANCE.

Triple Jump

When the whistle sounds, repeatedly press the **A** and **B** buttons to build up your speed. When you are ready to begin down the runway, push up on the control pad. Continue pressing the **A** and **B** buttons as fast as you can to increase your runner's speed.

When your runner reaches the foul line, press up on your control pad. The longer you hold the controller up, the greater the angle of his jump. The angle of the jump is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired jumping angle.

As your runner lands back on the runway, push up on the control pad to begin you second jump. Set the desired jumping angle again. As the runner lands on the runway for the final jump, push up on the control pad to set the final jumping angle.

Two low jumps to begin with can help maximize distance.

Shot Put

Repeatedly press the **A** and **B** buttons to build up your power. When you think your power is at its maximum, push up on the control pad to begin your throw.

As your athlete reaches the end of the shot put circle, press up on the control pad. The longer you hold the controller up, the greater the angle of the throw. The angle of the throw is shown in the lower right-hand corner of the screen. Stop pressing up on the control pad when you reach the desired throwing angle.

Don't be discouraged by short throws; power is the key to world records.

High Jump

Before you attempt your jump, the player must set the height of the crossbar. Push the control pad up or down to raise or lower the height of the bar. When you have the bar at the height you wish, press the **A** button.

When you are ready, rapidly press the **A** and **B** buttons to build up your speed. Push up on the control pad when you are ready to speed down the runway. Continue pressing the **A** and **B** buttons as fast as you can to increase your runner's speed.

As your runner reaches the crossbar, press up on the control pad once to begin your jump. At the height of your jump, press up on the control pad again to kick your feet over the crossbar.

A great jump won't do you any good unless you can kick your feet over the bar!

INDOOR EVENTS

Weightlifting

Before you attempt your lift, the player must set the amount of weight you wish to lift. Push the control pad up or down to raise or lower the amount of weight. When you have the weight you wish to attempt, press the A button and an arrow will be placed on the power bar. The arrow indicates how much power you must have to lift the weight.

Repeatedly press the **A** and **B** buttons to build your power past the arrow and then push up on the control pad to begin the lift. You must continue pressing the A and **B** buttons as fast as you can to keep your power up until the bell sounds. If your power level falls below the point indicated by the arrow, your weightlifter will drop the weight.

Power is everything!

Vaulting Horse

The vaulting horse requires each gymnast to do a move on her takeoff from the springboard and then do other moves as she pushes off from the vaulting horse. Gymnasts are scored on grace and difficulty of their routine.

Repeatedly press the **A** and **B** buttons to build up your gymnast's speed. When the bell sound, push up on your control pad to begin your gymnast down the runway. As she reached the edge of the springboard, you must select your takeoff by using the control pad.

TO DO THIS:	DO THIS:
Hand Spring (Low Difficulty)	Press **Right or Up.**
Twist and Hand Spring (High Difficulty)	Press **Left or Down.**

SUMMARY OF EVENTS AND CONTROLS (cont.)

If you have timed your jump from the springboard correctly, your gymnast will leap towards the vaulting horse. As your gymnast reaches the horse, you must select your next move by using the control pad. The types of moves you can do as you vault depends on your takeoff.

If you did a Hand Spring, you can do any of the following moves.

TO DO THIS MOVE:	DO THIS:
Turn over forward (Low Difficulty)	Don't press anything.
Forward somersault (Medium Difficulty)	Press **Right or Up.**
Backward somersault (Medium Difficulty)	Press **Left or Down.**

SUMMARY OF EVENTS AND CONTROLS (cont.)

If you did a Twist and a Hand Spring, you can do any of the following moves.

TO DO THIS MOVE:	DO THIS:
Forward twist (Low Difficulty)	Don't press anything.
Backward somersault w/ twist (Medium Difficulty)	Press **Right or Up.**
Moon somersault w/ twist (Medium Difficulty)	Press **Left or Down.**

The faster you press the **A** and **B** buttons, the more somersaults or twist you can do while in mid-air. But be careful not to do too many or you'll end up landing on your head!

Planning makes perfect!

SWIMMING EVENTS

100 Meter Breast, 100 Meter Butterfly, 100 Meter Freestyle and 200 Meter Medley.

As your swimmer gets set to dive into the water, rapidly press the **A** and **B** buttons to build up your speed. When the starter's gun sounds, press up on the control pad to leave the starting blocks.

As your swimmer enters the water, you can press down on the control pad and the **A** button to swim a stroke underwater. When you wish your swimmer to move to the surface, push up on the control pad and your player will rise to the surface. Keep pressing the **A** button as your swimmer's arms enter the water to maintain a smooth and rhythmic stroke.

Your swimmer needs to breathe every couple of strokes or she will drown. The hearts in the lower right-hand corner of the screen tell you how much air your swimmer has left. To take a breath, push down on the control pad while pressing the **A** button.

Rhythm is the key to speed and breathing is the key to staying afloat.

SUMMARY OF EVENTS AND CONTROLS (cont.)

100 Meter Backstroke

As the swimmer get set to dive into the water, rapidly press the A and B buttons to build up your speed. When the starter's gun sounds, press up on the control pad to leave the starting blocks.

As your swimmer enters the water, you can press down on the control pad and the A button to swim a stroke underwater. When you wish your swimmer to move to the surface, push up on the control pad and your player will rise to the surface. Keep pressing the A button as your swimmer's arm enter the water to maintain a smooth and rhythmic stroke.

Your swimmer has an unlimited amount of air during this event, so it is not necessary to take any breaths.

Rhythm is the key to speed.

USING THE TRAINING OPTION.

The training option allows one player to practice any event except the Marathon. When you start the game, you will be presented with three options: WORLD TOURNAMENT, TRAINING and TOTAL RECORD. Press the control pad up or down to highlight TRAINING and press the A button.

When the next screen appears you will be asked to choose the country you wish to represent. Press the control pad left, right, up or down to highlight the country of your choice and press the A button.

The next screen allows you to pick which even you wish to practice. Press the control pad left, right, up or down to highlight the event you wish to practice and press the A button. You will be able to practice the event once and then you will return to the event selection screen. If you wish to return to the main menu, highlight the EXIT option and press the A button.

USING THE TOTAL RECORD OPTION.

The record option allows you to view the world records that have been set so far. When you start the game, you will be presented with three options: WORLD TOURNAMENT, TRAINING and TOTAL RECORD. Press the control pad up or down to highlight TOTAL RECORD and press the A button. When the next screen appears you will have three choices: UNOFFICIAL RECORD, OFFICIAL RECORD and CLEAR SAVED DATA.

The unofficial record option allows you to view the unofficial records that were set in the training mode. The official record option allows you to view records that were set during competition. Press the control pad up or down to highlight, the option you wish to use and then press the A button. Press the control pad left or right to cycle through the various records.

The clear saved data option will erase all the scores and files that are currently stored using the battery backed RAM. Make sure that you wish to erase your data because once it is gone, you can't get it back.

90-DAY LIMITED WARRANTY

90-Day Limited Warranty CAPCOM U.S.A., Inc. ("CAPCOM") warrants to original consumer that the Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective PAK to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK and return it, freight prepaid, at your risk of damage, together with your sales slip or other proof of purchase, within the 90-day warranty period to:

Capcom U.S.A. Inc.
Capcom Service Department
3303 Scott Boulevard
Santa Clara, CA. 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to the defective materials or workmanship.

Repairs After Expiration Of Warranty:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return it freight prepaid to CAPCOM, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. CAPCOM will at its option, and subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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